

# TABLET LESSONS



## SWITCHES

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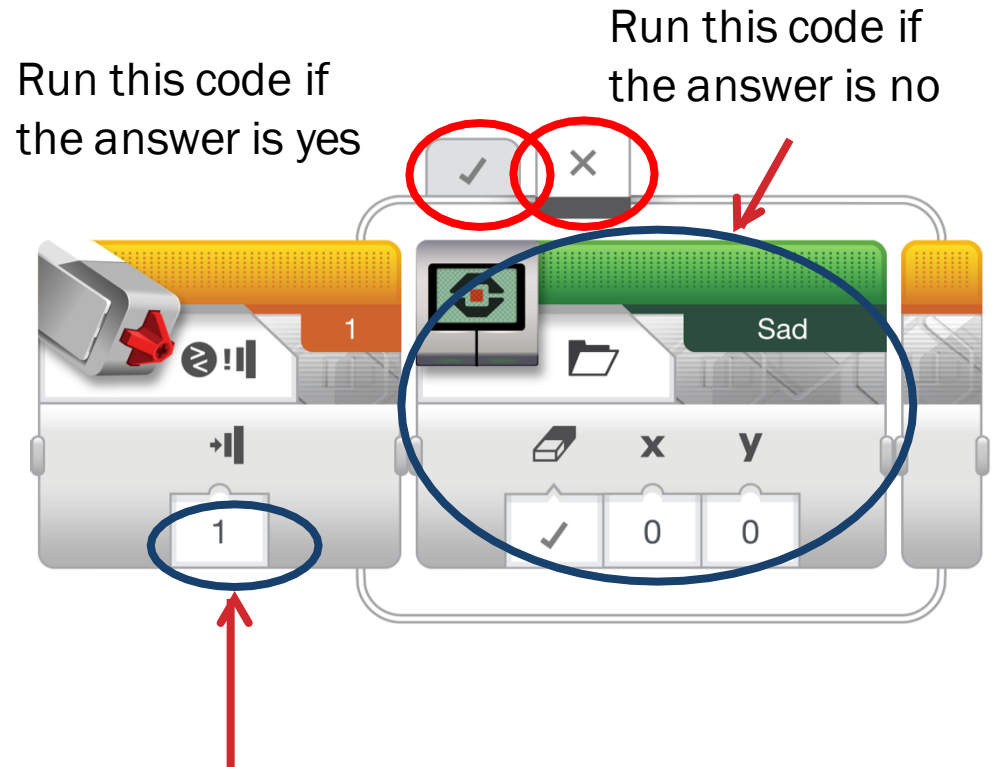


# Lesson Objectives

1. Learn how to make your robot decide what to do out of different choices
2. Learn how to use a Switch Block

# Switch Blocks

- Asking the robot a question and doing something different based on the answer
  - *Example: Does the robot see a line? Or not?*
- Basically a YES/NO QUESTION
- Switch blocks are found in the orange/flow tab



The question being asked: is the touch sensor pressed

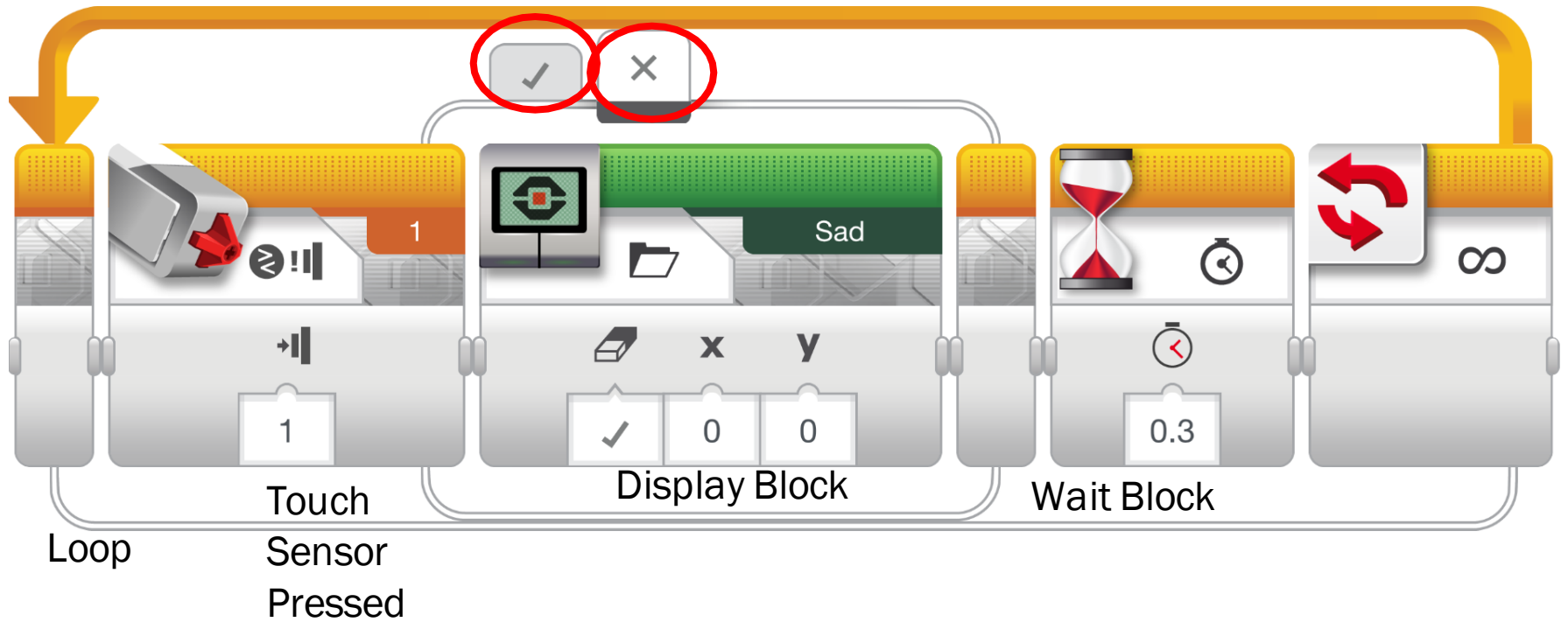
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# Switch Block Challenge 1

- **Challenge:** Write a program that changes the display based on if the touch sensor is pressed or not pressed.
- If pressed, your EV3 is happy! Display a smiley face. If not pressed, the EV3 is sad! Display a sad face.
- **Hint:** You will need to use the display block, loops and switch blocks!



# Challenge 1 Solution

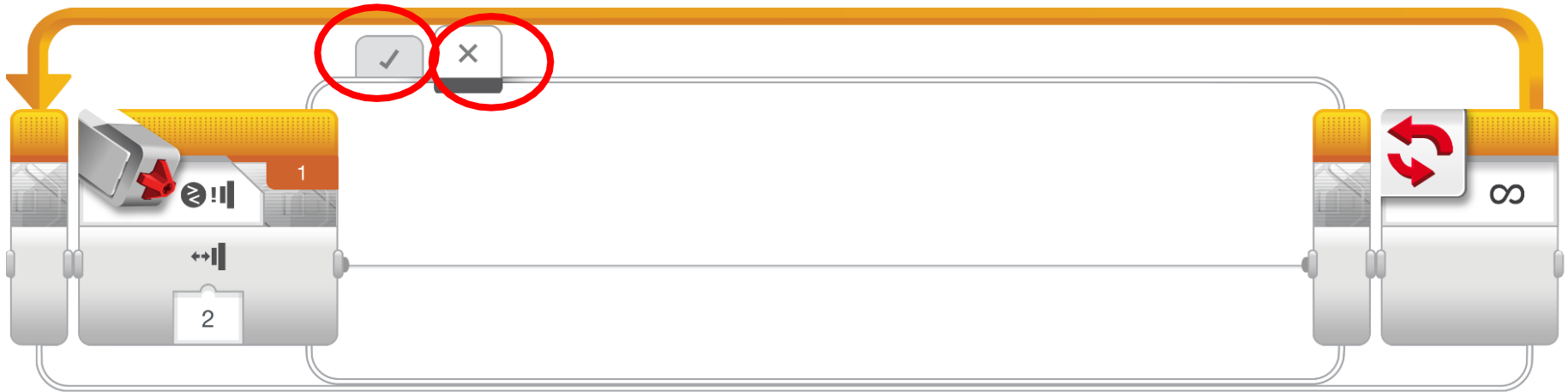


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# Switch Block Challenge 2

- Can you write a program that display big eyeballs if you touch it once and a sad face if you touch it a second time and toggles back and forth.

# Challenge 2 solution



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# Credits

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons are available at [www.ev3lessons.com](http://www.ev3lessons.com)



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